```
Order
      # parent
      # type
      # subtype
      # done
      # group
      # targetlocation
      # suborders
      # messagequeue
      # actionstring
      + ChooseTarget()
      + PursueTarget()
      + ClearMessages()
      + Order()
      + Order()
      + Destroy()
      + Execute()
      + queryType()
      + queryAny()
      + eraseType()
      and 24 more...
      # ~Order()
      # Destructor()
               Δ
Orders::MatchAngularVelocity
# desired_ang_velocity
# LocalAng
# willfinish
+ MatchAngularVelocity()
+ Execute()
+ SetDesiredAngularVelocity()
+ ~MatchAngularVelocity()
+ getOrderDescription()
    Orders::MatchVelocity
   # desired velocity
   # LocalVelocity
   # afterburn
   + MatchVelocity()
   + Execute()
   + SetDesiredVelocity()
   + SetAfterburn()
   + ~MatchVelocity()
   + getOrderDescription()
           FlyByWire
   # DesiredShiftVelocity
   # DirectThrust
   # sheltonslide
   # controltype
   # inertial_flight_model
# inertial_flight_enable
   # stolen_setspeed
# stolen_setspeed_value
   + FlyByWire()
   + ~FlyByWire()
   + SwitchFlightMode()
   + ThrustRight()
   + ThrustUp()
+ ThrustFront()
+ DirectThrustRight()
+ DirectThrustUp()

    DirectThrustF

   + SheltonSlide()
   and 12 more...
       AlmissionScript
   # modulename
   # classid
   # first run
   + AlmissionScript()
   + ~AlmissionScript()
   + Execute()
   + getOrderDescription()
               Δ
         AISuperiority
       + AISuperiority()
```